

Action Mode Functions

Check marks indicate the functions available for each Action mode — Basic, Standard or Advanced. If there is no check mark under a particular mode, that function is controlled by the computer.

Basic
Standard
Advanced

Audibles:

Press and hold button **B** before the snap, then hold the joystick up, down, left, or right, and release button **B**. To call a fake audible, press and release button **B** before the snap while leaving the joystick centered.

Break tackle:

When the player has the ball, press button **B** to try a stiff arm or spin move.

Dive:

Press button **A** with the joystick pushed in the direction you want to dive.

Fair catch signal:

On punt returns and kickoffs, press button **B** while the ball is in the air. You may still move your player to avoid catching the ball after pressing **B**.

Kicking:

The angle bar (left side) will start moving up and down. Press button **A** to select the angle of the kick. The aiming cursor (top window) will start moving left and right. Press button **A** to stop the aiming cursor at the desired point. Standard mode kicks automatically after 10 seconds.

Basic
Standard
Advanced

Leap:

Press button **A** with the joystick centered to leap straight up.

Pass — check-off:

Press button **B** to enter Passing mode and select the first receiver on the checking list. Press button **B** to select the next receiver. After the last receiver on the list, you can press button **B** again to select the sideline (throw pass away).

Pass — timed:

Press button **B** to enter Passing mode and select a pre-assigned pass location. Press button **B** again to exit passing mode.

Pass — bullet:

While in Passing mode, briefly press button **A** to throw a bullet pass.

Pass — lob:

Hold button **A** longer to throw a lob.

Receiving:

Between the time the pass is thrown and the time it reaches the catch zone, you may take control of the receiver by pressing button **B**.

Basic
Standard
Advanced

Snap ball:

Press button **A**.

Switch player:

Before the snap: On defense press button **A** until the cursor appears over the desired player.

After the snap: Press button **B** to switch to the player closest to the ball or catch zone.

Time-out:

Before the snap: Press and hold button **B** then press button **A**.

Downing the ball:

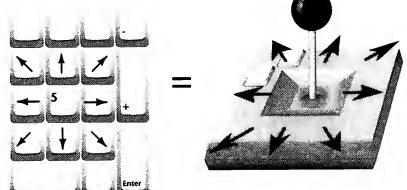
After catching a punt or kickoff you may down the ball for a touchback by pressing button **B** if your ball carrier is still in the endzone.

FOOTBALL PRO

GAME PLAY QUICK REFERENCE

Keyboard & Joystick Equivalents

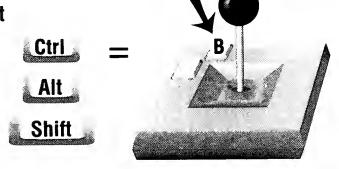
The keypad keys correspond to the eight directions of the joystick.



Enter or Spacebar may be used as button A.



Ctrl, Alt, or Shift may be used as button B.



Mouse control is only available on menu screens and in the Play Editor, not during on field action.

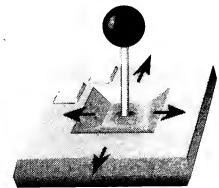
Keyboard Command Keys

Esc	Quit & save game, quit practice
F1	Access Game Settings screen
F5	Toggle player numbers on/off
F6	Screen capture
O	Behind offense view
D	Behind defense view
J	Calibrate joysticks
S	Toggle sound effects on/off
P	Pause game
N	Toggle yard numbers on/off
H	Toggle shadows on/off
M	<i>On Field:</i> Toggle hash marks on/off
M	<i>Menus:</i> Toggle music on/off
G	Toggle goal posts on/off
C	Toggle stadium (crowds) on/off
T	Toggle field texture on/off
1 - 8	Change camera (view)
0 (zero)	Overhead toggle on/off
+-	Overhead view zoom in/out
Backspace	Restart play in practice

Audible Defaults

Offensive audible default settings:

Joystick Up — Pass: Deep
 Joystick Down — Pass: Short
 Joystick Left — Run: Outside
 Joystick Right — Run: Inside
 Joystick Centered — Fake



Defensive audible default settings:

Joystick Up — Pass Coverage: Man to Man
 Joystick Down — Pass Coverage: Zone
 Joystick Left — Run Coverage: Outside
 Joystick Right — Run Coverage: Inside
 Joystick Centered — Fake

Play Editor Hot Keys

L	Load	F	Flip
S	Save	R	Return
P	Print	O	Options

Playcall Screen

To switch playgroup rows, hold button **B** and move joystick up/down. To call a time out hold button **B**, then press **A**.



® and TM indicate trademarks of, or licensed to, Dynamix, Inc.
 © 1993 Dynamix, Inc. Printed in the U.S.A. All rights reserved.
 006321100